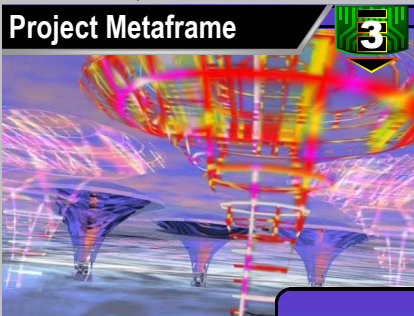


Chrysalid Matrix 001 — Common

Project Metaframe

3



Agenda-Gray Ops
Choose a fort when you score Project Metaframe.

[X]: All pieces of ice on that fort get +1 strength for the remainder of the turn. X is the number of pieces of ice on that fort. Use this ability only at the start of Runner's turn, and before any other start of turn effect.

Illus. Tatjana Jambrisak
v1.1e


2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 002 — Rare

Critical Path Maintenance

4



Agenda-Gray Ops
A or [4], [2], 1 agenda point, Discard a card at random, Reduce your hand size by one for the remainder of the game: Search your R&D for a card and bring it into HQ. Shuffle your R&D afterwards. Use this ability only if your hand size is 1 or more.

Stick to the plan.

Illus. Sandrine Sims
v1.1e


1

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 003 — Uncommon

Contingency Plans Storage Vault

4



Agenda-Asset
For each advancement counter over Contingency Plans Storage Vault's difficulty that is on Contingency Plans Storage Vault when you score it, you may choose an operation from HQ or search the Archives for one operation card. Show that operation to Runner, and put it face down on Contingency Plans Storage Vault.

You may play any operation card that is on Contingency Plans Storage Vault as though it were stored in HQ.

"Never let your left hand know what your right hand is doing."
—Mason Rey, CEO, Roar-Sol Codifiers, Inc.

Illus. Crashman
v1.1e

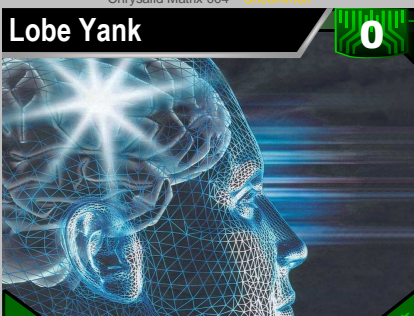
2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 004 — Uncommon

Lobe Yank

0



Node-Ambush-Virus
If Runner accesses Lobe Yank, give Runner a Yank counter, even if Lobe Yank is not installed. Ignore this effect if Runner accesses Lobe Yank from the Archives. If Lobe Yank is accessed from R&D, Runner must show it to you. Each Yank counter does 1 brain damage at the start of each run. Remove all Yank counters at the end of the turn.

"Gee. That's gotta hurt." —Bob Dundee, RSC Scan Technician

Illus. A Pasiem
v1.1e


0

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 005 — Uncommon

Tangled Web

0



Node-Ambush-Virus
If Runner accesses Tangled Web, give Runner a Tangle counter, even if Tangled Web is not installed. Ignore this effect if Runner accesses Tangled Web from the Archives. If Tangled Web is accessed from R&D, Runner must show it to you. Each Tangle counter does 3 Net damage at the start of each run. Remove all Tangle counters at the end of the turn.

"Don't think. FEEL! Bwahahahahaha!" —Dr Dreff

Illus. unknown
v1.1e

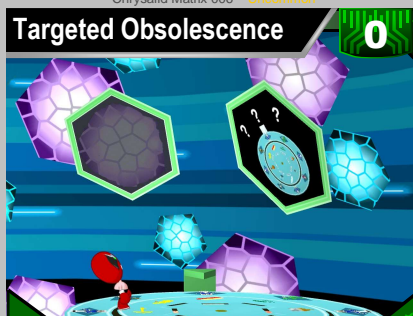
0

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 006 — Uncommon

Targeted Obsolescence

0



Node-Ambush-Virus
When Runner accesses Targeted Obsolescence, you may pay [4] to give Runner an Obsolescence counter, even if Targeted Obsolescence is not installed. Ignore this effect if Runner accesses Targeted Obsolescence from the Archives. If Targeted Obsolescence is accessed from R&D, Runner must show it to you. Each Obsolescence counter reduces the Runner's MU by 1. Runner may take an action to pay [4] to remove an Obsolescence counter.

Illus. Kevin Lee
v1.1e

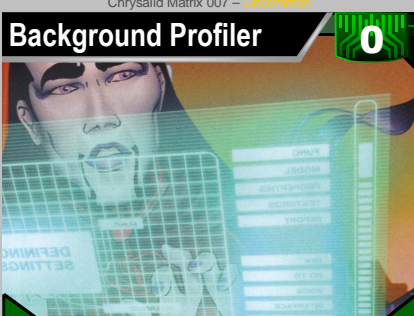
0

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 007 — Uncommon

Background Profiler

0



Node-Gray Ops
You cannot rez Background Profiler unless Runner is tagged.

[5]: Give Runner a tag. You cannot use this ability unless Runner is tagged.

A: Expose a hidden resource.

"It's a sort of bureaucratic black box. Do NOT try to figure out how they do it. There's a good reason why those guys are nuts." —Director Vallejo, RSC Security

Illus. Vukasin Gajic
v1.1e


2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 008 — Common

Golden Master Security

0



Node-Asset
You may rez Golden Master Security whenever Runner attempts to trash a piece of ice.

[3]: Prevent a piece of installed ice from being trashed. Use this ability only during Runner's turn, and only when Runner attempts to trash that piece of ice, and only once per attempt.

A, [1]: Search the Archives for any ice card, show it to Runner, and store it in HQ.

Use latent redundancy to fool the Runner into thinking that all of the code is wiped. Then it rewrites itself.

Illus. Lushpix Fotosearch
v1.1e


2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 009 — Common

Interleaved Data Integrity

1



Node
Runner must pay [1], in addition to any other costs, to trash each node, including this one.

Roar-Sol spends their resources on strengthening their infrastructure. It's their business, after all.

Illus. Lushpix Fotosearch
v1.1e


0

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 010 – Common

Figure in the Shadows

1



Node-Asset

T. Choose a **sysop** from HQ, install it in any fort it can be installed in, and rez it. You may use this ability at the start of a run. Use this ability only if you can pay for installing that **sysop**.

A. [2]: Choose a rezzed **sysop**. Derezz it and move it to any other existing fort it can be installed in. Then you may rez that **sysop**.

"It's okay if they suspect something's coming—it's what they DON'T know that gives them the willies." –Unknown


Illus. Vinicius Menezes
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 011 – Rare

A fist in the Jar

2



Node-Ambush-Unique

When Runner accesses A Fist in the Jar, put a Jar counter in that fort. Ignore this effect if there is already any Jar counters in any fort, or if A Fist in the Jar is not installed. Runner cannot run on any fort, other than the one containing the Jar counter. Remove all Jar counters when Runner makes a successful run on the fort containing the Jar counter.

Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

BACK AT THE GRID-WIDGET FACTORY, WE CALLED THAT A LOCKED REGISTER. –Krumz

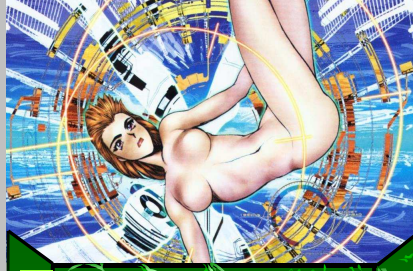
Illus. Kambrie Balser
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 012 – Common

Bride of Krumz

2



Node-AI

Put [1] from the bank on Bride of Krumz when you rez it. Use this bit only to pay for traces. If you use this bit, replace it from the bank at the start of your next turn.

All **ice** that has only subroutines that trace gets +1 strength.

"She's just like a daughter to me." –Mason Rey, CEO, Roar-Sol Codifiers, Inc.

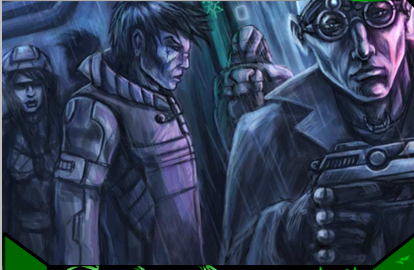
Illus. Masamune Shiroow
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 013 – Rare

Word on the Street

3



Node-Gray Ops-Unique

Runner must pay [2], in addition to any other costs, to install **resources**. Ignore this effect unless Runner is tagged.

Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

"Let me tell you what you've heard lately, Turk. Then I'll have Vilmar put you down." –Kleiner Knott, Personal Assistant, Uncle Vito's Deli and Laundering Service


Illus. Andres Canals
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 014 – Rare

Department of Plausible Deniability

3



Node-Gray Ops

You may rez Plausible Deniability whenever Runner attempts to give you one or more **Bad Publicity** points.

[1], trash a rezzed **sysop**: Prevent 1 **Bad Publicity** point that Runner is about to give you.

A. [1]: Search the Archives for an **upgrade** card, show it to Runner, and store it into HQ.

Formerly Media Relations, but nobody else bought that either.

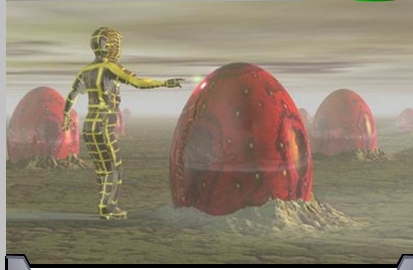
Illus. Dave King
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 015 – Uncommon

Mother Hen

1



Upgrade

Install Mother Hen only in R&D or HQ.

All **nodes** and **upgrades** stored in this fort get +2 trash cost, even during the run in which Mother Hen is trashed.

"Although human life is priceless, we always act as if something had an even greater price than life.... But what is that something?" –Antoine de Saint-Exupéry


Illus. Slawek Wojtowicz
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 016 – Rare

lady@butterfield.bm

2



Upgrade-Sysop

Install lady@butterfield.bm only in HQ.

Take up to [2] from lady@butterfield.bm, if it has any bits, at the start of each of your turns.

If a Runner card effect forces you to lose bits from your bit pool, put from the bank an equal number of bits on lady@butterfield.bm.

A: For every [5] in your bit pool, put [1] from the bank on lady@butterfield.bm.

Illus. Deaddreamer
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 017 – Common

Remote Retinal Scan

3



Upgrade

If Runner accesses Remote Retinal Scan, Runner may not run on this fort for the remainder of the turn.

"Ah, the elusive Mr Punter. Uncle Vito would like to have a word with you about the means by which you may offset the debt you have so clearly incurred." –Kleiner Knott, Personal Assistant, Uncle Vito's Deli and Laundering Service


Illus. Mathew McEwan
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 018 – Rare

Berlin City Grid

3



Upgrade-Region

[4], trash a card installed in or on this fort: Put an advancement counter on a card in this fort that can be installed.

Rez a **region** when you install it. Install a **region** only if you can pay to rez it. Only one **region** may be installed in each fort. Trash older ones.

Illus. Slawek Wojtowicz
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 019 – **Rare**

Deus Ex Machina

0

Ice-Code Gate-Random


When you rez Deus Ex Machina, pay [X], but at least [2], to put X Deus counters on it, or derez it. Remove a Deus counter after each encounter with Deus Ex Machina. Trash Deus Ex Machina if it has no Deus counters on it; that trashing cannot be prevented.

At the start of each encounter with Deus Ex Machina, roll X dice. If you rolled at least a 1 or a 2 in this way, end the run.

@ Pay [1] to end the run.

"And stay out!" –Rico Parantano, RSC Ice Technician

Illus. martiatian1
v1.1e



Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 020 – **Common**

Hecate

4


Ice-X-Random

If X is not defined, then X is the keyword **code gate**. At the start of each encounter with Hecate, roll a die. On a 1 or 2, X is the keyword **sentry**. On a 3 or 4, X is the keyword **wall**. On a 5 or 6, X is the keyword **code gate**.

@ End the run.

You are lucky! Full moon tonight.

Illus. Khalid Iszard
v1.1e



Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 021 – **Uncommon**

Chinese Finger Puzzle

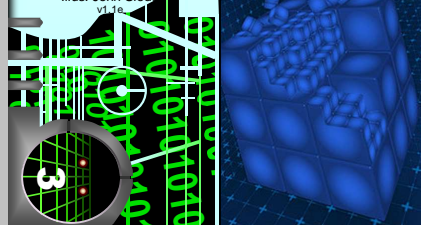
5

Ice-Code Gate

Whenever you rez Chinese Finger Puzzle, put two Puzzle counters on it. Each Puzzle counter gives -1 strength to the **ice** or **icebreaker** it is on. If Runner successfully passes Chinese Finger Puzzle, remove a Puzzle counter from it; then put a Puzzle counter on an **icebreaker** used during this encounter, if any, unless Runner forgoes his or her next action or pays [3]. Trash Chinese Finger Puzzle if there is no Puzzle counters on it. That trashing cannot be prevented.

@ End the run.

Illus. John Sled
v1.1e



Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 022 – **Common**

Turnstile

3

Ice-Code Gate


On Turnstile, ignore any effect or counter that increases its strength; for all other effects or counters, treat Turnstile as though it had also the keywords **wall** and **sentry**.

If Runner breaks all subroutines on Turnstile and successfully passes it, gain [1].

@ End the run.

"If we track the data carefully enough, we can get them to debug our security system for free." –Madeleine Vallejo, RSC Security Director

Illus. unknown
v1.1e



Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 023 – **Common**

Accounting Firewall

3

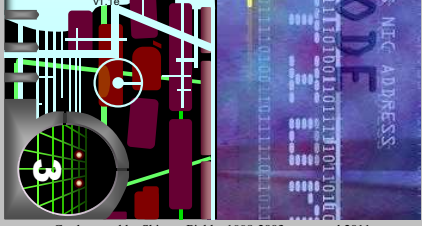
Ice-Wall

@ Gain [2].

@ Gain [2].

"This is what happens when you decentralize Security—every CPA thinks he can build his own ICE." –Madeleine Vallejo, RSC Security Director

Illus. Lushpix Fotoserach
v1.1e



Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 024 – **Rare**

Voicemail

7

Ice-Wall-Random-Bad Publicity

@ If you pay [1], Runner must jack out, or approach the outermost piece of **ice** on another random data fort instead of passing Voicemail. The run is now considered to be a run on that data fort. If there is no **ice** on that fort, Runner is considered to have passed the last piece of **ice** on that fort.

@ If you pay [1], end the run.

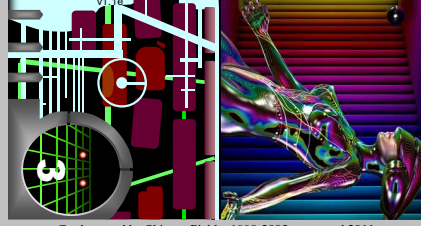
@ End the run.

When you rez Voicemail, gain 1 **Bad Publicity** point.

"...If you wish to speak to a customer service representative, please enter the serial number of the item you are asking about and wait where you are..."

Illus. Deadreamer

Illus. Deadreamer



Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 025 – **Uncommon**

Acid Wall


6

Ice-Wall

Whenever you rez Acid Wall, put two Acid counters on it. Each Acid counter gives -1 strength to the **ice** or **icebreaker** it is on. If Runner successfully passes Acid Wall, remove an Acid counter from it; then put an Acid counter on an **icebreaker** used during this encounter, if any, unless Runner forgoes his or her next action or pays [3]. Trash Acid Wall if there is no Acid counters on it. That trashing cannot be prevented.

@ End the run.

Illus. EK Mosher
v1.1e



Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 026 – **Uncommon**

Juniper Samurai

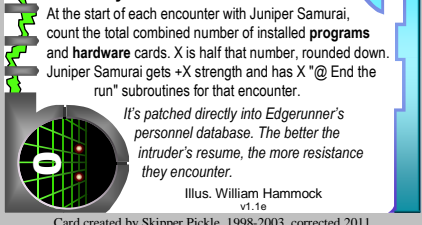
5

Ice-Sentry

At the start of each encounter with Juniper Samurai, count the total combined number of installed **programs** and **hardware** cards. X is half that number, rounded down. Juniper Samurai gets +X strength and has X "@ End the run" subroutines for that encounter.

It's patched directly into Edgerunner's personnel database. The better the intruder's resume, the more resistance they encounter.

Illus. William Hammock
v1.1e



Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 027 – **Common**

Little Blinking Light

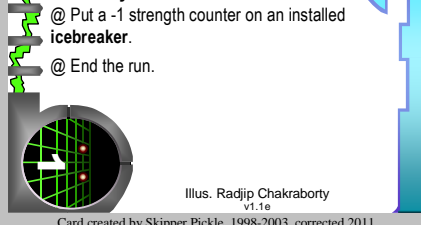
4

Ice-Sentry

@ Put a -1 strength counter on an installed **icebreaker**.

@ End the run.

Illus. Radipj Chakraborty
v1.1e



Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 028 — **Common**

Gargoyle

6



Ice-Sentry-AP-Sword
 @ Do 1 Net damage.
 @ End the run.

[1]: Move Gargoyle to the outermost position of any other data fort that contains a rezzed **wall**. Use this ability only at the start of a run. You may use this ability even if Gargoyle is unrezzed, in which case you reveal it.

"At first, I thought it was complex and elegant. Now I think it's complicated and gothic." —Markus, Apprentice Sysop

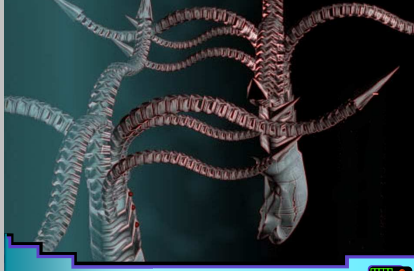
Illus. Sam Chavan
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 029 — **Uncommon**

Leech

6



Ice-Sentry
 Whenever you rez Leech, put two Leech counters on it. Each Leech counter gives -1 strength to the **ice** or **Icebreaker** it is on. If Runner successfully passes Leech, remove a Leech counter from it, then put a Leech counter on an **Icebreaker** used during this encounter, if any, unless Runner forgoes his or her next action or pays [3]. Trash Leech if there is no Leech counters on it. That trashing cannot be prevented.

@ End the run.


Illus. Will Paras
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 030 — **Rare**

Perpetual Motion Machine

5



Ice-Sentry-AI
 @ You may pay [1] to put one advancement counter to an installed card that can be advanced.

"They put so much wonderful energy into their efforts—seems a shame to waste it."
 —Mason Rey, CEO, Roar-Sol Codifiers, Inc.

Illus. Dave van Deperre
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 031 — **Uncommon**

Quick and Dirty Media Wipe

0



Operation
 Remove up to two **Virus** counters. You may pay [6] to play Quick and Dirty Media Wipe at the start of your turn, without taking an action to do so.

"Break the connection and hand me that de-polarizer."
 "But—but—that databank holds the pensions for all our retirees!"
 "ZAT!"
 "What retirees would those be?"

Illus. NIS
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 032 — **Common**

Top-Down Micromanagement

0



Operation
 Choose two installed pieces of **ice** and swap them. You may rez either or both pieces of **ice** after moving them.

"Regardless of your past association with our so-called nemesis, Director Vallejo, I want you to find Habeas Punter and put him out of our misery. If you don't, I will."
 —Mason Rey

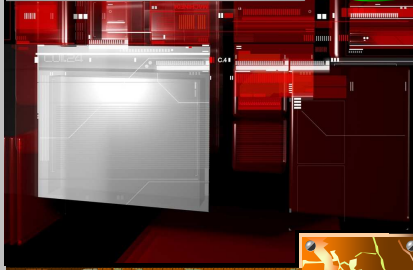
Illus. Lance W Card
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 033 — **Uncommon**

Isolated Partition Scheme

2



Operation
 [X]: Choose a rezzed **node** or **upgrade** and put X Partition counters on it. X cannot be greater than 2. For each Partition counter on a card, that card gets +[1] trash cost.

"My legacy to capitalism will be an end to vandalism as we know it."
 —Mason Rey, CEO, Roar-Sol Codifiers, Inc.

Illus. wallpaperstock
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 034 — **Rare**

Voluntary Recall

2



Operation
 Forgo your next action, X agenda points: Remove X **Bad Publicity** points.

"We apologize for any inconvenience this situation may have caused. No hard feelings, eh?." —standard Roar-Sol press release

Illus. Igino Giordano
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 035 — **Common**

Outsourced Multicompile

4



Operation
 Choose from HQ up to five copies of a card that can be rezzed; then install and rez those cards. You must be able to pay for installing and rezzing all those cards or you cannot choose them in this way.

"Those guys are a buncha yahoos. I used to work with 'em and they hardcode everything. Ya cain't teach 'em more'n one good trick at a time."
 —Pug Underwood

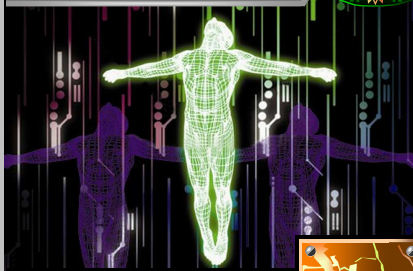
Illus. Larry Poulton
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 036 — **Rare**

Forced Recall

5



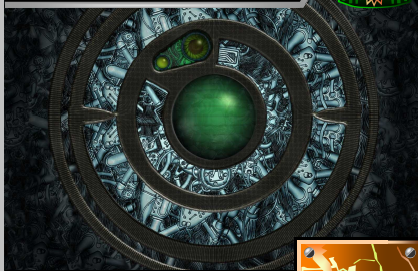
Operation-Gray ops
 Play only if Runner has two or more tags and only if he or she has made at least two runs during this game.

Choose an installed **program** or piece of **hardware**. If Runner has more than one copy of that card in play, pay [1] for each installed copy of that card, including the original chosen, to uninstall all of those cards and force Runner to bring them back into his or her hand.

Illus. Lushpix Fotosearch
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Selective Power Spike



Operation-Gray Ops

Do not play Selective Power Spike as an action; instead, play it during Runner's turn during a run, whenever Runner pays for using an **icebreaker** to break any number of subroutines on a piece of **ice** he or she is encountering. Play Selective Power Spike only if no other one has been played during this run.

Trace^X—If trace is successful, prevent the first of these subroutines from being broken, and if Runner attempts again to break that subroutine during that encounter, he or she must pay [X], in addition to any other costs, to break it. X is twice the strength of the encountered **ice**. If X is greater than 8, then X=8. After the encounter, forgo your next action and trash that piece of **ice**. That trashing cannot be prevented.

Illus. Zed
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011